

Abstract of the Disclosure**Rendering Animated Image Data**

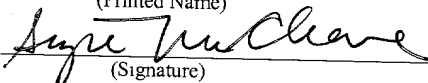
Animation data is rendered in real time. Animated scenes include at least one texture-mapped surface (502). Each scene is rendered on demand, in immediate continuation from the last, and results of scene animation may be combined with image data from another real time image source. Textures (921) are pre-loaded into a texture memory (809) before a scene containing them is rendered. As a result of the necessity to perform rendering (1521) in real time, each frame has an available bandwidth (1501) for transferring a texture to the texture memory. Estimates of available bandwidth are generated (1302) by an adaptive statistical model. A texture required for transfer is split (1307) into portions (1801) that are transferred (1511) as a background operation, while real time rendering continues without loss of rendering quality.

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